CLOAK & DAGGER™* from ATARI...
An explosive new conversion kit for Defender, Stargate, Robotron: 2084, and Joust.**

Watch for the Universal movie release of the same name...coming Spring, 1984!

ATARI®

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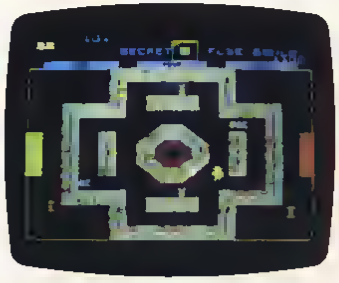

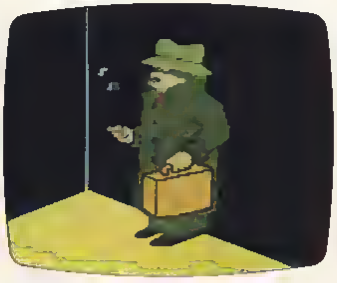

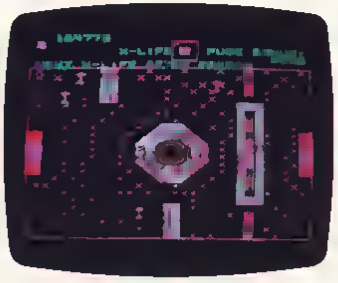

CLOAK & DAGGER is your code name for new profits in an easily installable kit that can revive an older, low earning game at a very reasonable cost. It will put an end to unproductive space in your location by converting a wide base of older product.

But what makes CLOAK & DAGGER a great conversion is that it's really a great game! The spy business may never recover from the antics of Agent X as he attempts to retrieve stolen plans and destroy dastardly Dr. Boom's subterranean bomb factory.

He's really the star of a madcap video cartoon! As Agent X descends to the depths of Dr. Boom's laboratory by igniting bombs floor by floor, he amuses the player by "mugging" one of several comical expressions. His reaction actually corresponds to player performance to reflect the experience in game play they've just come through together!

This degree of interactive quality "personalizes" the action while a variety of opponents and multiple strategies involved keep the screen busy and game play intensified . . . all adding up to explosive player appeal!

The CLOAK & DAGGER Kit—available in two forms—includes all the game printed circuit boards, control mechanisms, other hardware, graphic materials, and instruction manual needed for easy conversion. The first kit can be used to retrofit Defender** with the RF cage mounted to the inside of the cabinet. The second kit can be used to convert Stargate**, Robotron 2084**, and Joust** with the RF cage mounted to the back door.

Controls: The player activates Agent X with one Move joystick and another Shoot joystick. Pulling down on both joysticks simultaneously while Agent X is in the elevator will cause it to skip floors. The Igniter button is used to light the center bomb for bonus points. But it can only be lit at close range.

High Score Table: The top 10 initials and scores comprise the roster of Super Agents, and another 20 current high scores are listed as well.

OPERATOR OPTIONS

Game Difficulty: Operators may choose from 4 difficulty settings: Easy, Medium, Hard or Hardest.

Game Lives: Operators may select 3, 4, or 5 Agent X lives per game.

Bonus Options: Operators may choose Mystery Boxes with or without extra lives for the player. The operator may also select whether or not to award a player a free game if that player goes all the way down to Dr. Boom's secret lab and comes all the way back up to the surface.

Self-Test: A full game statistics package is displayed in self-test. And a special feature lists all the options the operator may adjust from the front of the screen.

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